LAWS OF MARYLAND OF 1949

MARYLAND, Stc.:

At a Session of the General Assembly of Maryland, begun and held in the City of Annapolis, on the Fifth day of January, 1949, and ending on the Fourt day of April, 1949, the Honorable Wm. Preston Lane, Jr., being Governor of the State, the following laws were enacted, to wit:

CHAPTER 1

(House Bill 77)

AN ACT to repeal and re-enact, with amendments, Section 1286 of the Code of Public Local Laws of Prince George's County (Flack's Edition, 1943), as amended by Chapter 230 of the Acts of 1947, to increase the amount to One Million Two Hundred Thousand Dollars (\$1,200,000.00) that may be borrowed by the Board of County Commissioners for the purpose of municipal functions and street improvements in special improvement districts in said county.

Section 1. Be it enacted by the General Assembly of Maryland, That Section 1286 of the Code of Public Local Laws of Prince George's County (Flack's Edition, 1943), as amended by Chapter 230 of the Acts of 1947, be, and the same is hereby, repealed and re-enacted, with amendments, to read as follows:

1286. The Board of County Commissioners, for the purpose of making improvements in any special improvement district or for the operation or maintenance of any municipal functions within said district, are hereby given full power and authority to borrow, upon the faith and credit of Prince George's County, such sum or sums as may be needed for the purposes, mentioned; to fix the maturity or maturities of any such debt; the interest rate and manner and place of payment; and to issue their evidences of indebtedness for the amount of the money so borrowed; provided, however, that no part of any such debt shall run for a longer period than ten (10) years, and the County Commissioners shall, by a proper resolution provide for the liquidation of said debt by the application of receipts of special assessments or taxes received from said district. Provided further that at no time shall the Board of County Commissioners be obligated for a